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Subject: WOL has been acting like a complete pice of crap.

Posted by [Alkaline](#) on Thu, 02 Sep 2004 02:29:05 GMT

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Everynight, starting from like 5:30 central to about 2:00 the amount of server restarts is insane. Its been acting like this for the past week. Impossible to run a server on...what is the alternative that bhs has made?

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Subject: WOL has been acting like a complete pice of crap.

Posted by [SHADY-CNCU](#) on Thu, 02 Sep 2004 03:52:53 GMT

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i still think some one has figured out a way to crash the system

at all the same time, watch various server chans

servers crash all at once

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Subject: WOL has been acting like a complete pice of crap.

Posted by [Alkaline](#) on Thu, 02 Sep 2004 04:32:04 GMT

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all at once? Hrm I'll watch for this, so you are saying all servers connected to wol crash at the same time?

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Subject: WOL has been acting like a complete pice of crap.

Posted by [SHADY-CNCU](#) on Thu, 02 Sep 2004 05:34:54 GMT

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yea

=/

any of the larger servers are prone to it more than the smaller ones

jsut watch time stamps in your irc

Quitting westwood online due to connection loss

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Subject: WOL has been acting like a complete pice of crap.

Posted by [Xtrm2Matt](#) on Thu, 02 Sep 2004 08:18:28 GMT

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Yup. My 42/44 player keeps crashing. At first I thought it was the FDS Exploit as I hadn't patched it.. but it's happened many times after I did patch it. Very annoying when you got a full server and their happily playing

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Subject: WOL has been acting like a complete pice of crap.

Posted by [Dethdeath](#) on Thu, 02 Sep 2004 13:02:56 GMT

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Yeah, I've also noticed allot of big servers crashing at the same time. It doesn't matter what server-side software or bots they are running. They all crash.

I really don't think this could be caused by WOL.

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Subject: WOL has been acting like a complete pice of crap.

Posted by [DeathAX](#) on Thu, 02 Sep 2004 13:08:55 GMT

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What a pice of crap , It is. I havent been in Wol since it came back online.

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Subject: WOL has been acting like a complete pice of crap.

Posted by [Alkaline](#) on Thu, 02 Sep 2004 17:58:01 GMT

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then why doesn't everyone move to gamespy?

if cdkey is a problem run a cracked server that doens't check for cdkeys its not ea is going to do anything about it

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Subject: WOL has been acting like a complete pice of crap.

Posted by [Alkaline](#) on Thu, 02 Sep 2004 17:59:29 GMT

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Xtrm2MattYup. My 42/44 player keeps crashing. At first I thought it was the FDS Exploit as I hadn't patched it.. but it's happened many times after I did patch it. Very annoying when you got a full server and their happily playing

ya but you got like a 10-11 map rotation... imagine 64 maps, and people keep having to play the first 10 because of the constant reboots.

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Subject: WOL has been acting like a complete pice of crap.

Posted by [Crimson](#) on Thu, 02 Sep 2004 18:07:18 GMT

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Even with our alternative, I don't see how it would help if this is a batch FDS exploit attack.

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Subject: WOL has been acting like a complete pice of crap.

Posted by [Renx](#) on Thu, 02 Sep 2004 20:07:03 GMT

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AlkalineXtrm2MattYup. My 42/44 player keeps crashing. At first I thought it was the FDS Exploit as I hadn't patched it.. but it's happened many times after I did patch it. Very annoying when you got a full server and their happily playing

ya but you got like a 10-11 map rotation... imagine 64 maps, and people keep having to play the first 10 because of the constant reboots.

!setnextmap <map>

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Subject: WOL has been acting like a complete pice of crap.

Posted by [Alkaline](#) on Fri, 03 Sep 2004 01:51:00 GMT

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RenxAlkalineXtrm2MattYup. My 42/44 player keeps crashing. At first I thought it was the FDS Exploit as I hadn't patched it.. but it's happened many times after I did patch it. Very annoying when you got a full server and their happily playing

ya but you got like a 10-11 map rotation... imagine 64 maps, and people keep having to play the first 10 because of the constant reboots.

!setnextmap <map>

listen here, you can only do !setmap once every 2 maps because the next one reverts to the original rotation integrity. Not to mentio this method is buggy and sometimes results in permanant rotation alteration.

OHH this can only be done by mods.

None of this would be an issue if people would just host on gamespy :rolleyes: perhaps wol being down for a couple of weeks would be a good thing

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Subject: WOL has been acting like a complete pice of crap.

Posted by [Xante](#) on Fri, 03 Sep 2004 02:12:51 GMT

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awwwwww poor WOL.. but GSA is always Available

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Subject: WOL has been acting like a complete pice of crap.  
Posted by [Alkaline](#) on Fri, 03 Sep 2004 04:16:24 GMT  
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ya but if their are 10 renegade players, only 2 play on gamespy :huh:

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